

Amendment to the Claims:

The listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1-17. (Cancelled)

18. (Currently Amended) A client-server system, comprising:

a client terminal and a server, wherein the client terminal and the server are remote from one another, the client terminal and server being operable in and switchable between an on-line connected mode and an off-line disconnected mode, wherein in the connected mode the client terminal and server are connected to one another through a communication link such that data is exchangeable therebetween and in the off-line disconnected mode the client terminal and server are disconnected from one another, and wherein the server comprises memory for storing game data that defines an electronic game and encrypts said game data in accordance with one or more pre-determined operational parameters, and the communication link transmits is utilized to transmit the encrypted game data to the client terminal during an on-line connected mode session, and wherein the client terminal comprises a memory for storing received encrypted game data, a processor for executing the encrypted game data, a controller for allowing a user to play so as to provide for playing of the electronic game during an off-line disconnected mode session in a manner whereby the user actuates the controller to control the outcome of the game, and

wherein the processor in response to the gameplay by the user processes the outcome and utilizes the communication link to transmit a result of the gameplay and to provide an outcome of the gameplay, and the communication link transmits the outcome to the server during an on-line connected mode session.

19. (Previously Presented) A client-server system according to claim 18, wherein:

the operational parameters including instructions on how to encrypt the outcome of the game.

20. (Previously Presented) A client-server system according to claim 18, wherein:

the client terminal decodes encrypted game data.

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21. (Previously Presented) A client-server system according to claim 18, wherein:

the user plays the game and the client terminal encrypts a result to be returned to the server.

22. (Previously Presented) A client-server system according to claim 18, wherein:

one of said one or more operational parameters comprises a time limit for completing the game and returning an encrypted game outcome to the server.

23. (Previously Presented) A client-server system according to claim 22,
wherein:

if the game is not completed by the expiry of said time limit, then on expiry of said time limit a void game outcome is encrypted and returned to the server.

24. (Currently Amended) A client-server system according to claim 18,
wherein:

if the game is reset then a null game is encrypted by the processor and returned to the server.

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25. (Previously Presented) A client-server system according to claim 18,
wherein:

the server on the basis of the outcome computes an updated result.

26. (Previously Presented) A client-server system according to claim 25,
wherein:

the updated result is transmitted to the user.

27. (Currently Amended) A gaming device including games content comprising gaming parameters, and adapted to download content from a server disposed remote from gaming device, wherein:

the gaming device and server are connectable to one another, the gaming device and the server being operable in and switchable between an on-line connected mode and an off-line disconnected mode, wherein in the connected mode the gaming device and server are connected to one another through a communications link such that data is exchangeable therebetween, and in the off-line disconnected mode the gaming device and server are disconnected from one another, the gaming device having a memory, a processor and a controller, the memory storing at least one of original and modified games content, the controller-processor being operable to transmit in an on-line connected mode session a request for participation in a server controlled games competition provided by the server, the request comprising an identifier of the required competition, the device receiving encrypted gaming parameters from the server in an on-line connected mode session, the controller-processor storing said gaming parameters in said memory, the controller-processor allowing for execution of said game during an off-line disconnected mode session in a manner whereby the user actuates the controller to control the outcome of the game, and wherein the processor in response to game play by the user processes the outcome and utilizes the communication link to transmit a result of the gameplay and returning an outcome of the game to the server.

28. (Previously Presented) A gaming device according to claim 27,

wherein:

the device is a handheld electronic device.

29. (Previously Presented) A gaming device according to claim 28,

wherein:

the device includes a transceiver and the encrypted outcome is transmitted by signals over the air.

30. (Currently Amended) A server comprising:

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a memory for storing game data which encrypts said game data in accordance with one or more pre-determined operational parameters, wherein one of said one or more pre-determined operational parameters being an instruction to return an outcome of playing a game when said game data is executed on a client terminal, and associated communication link for transmitting the encrypted games data to the a-client terminal, wherein

the said server is disposed remote from the client terminal, wherein the client terminal and server are connectable to one another via a communications link, the client terminal and the server being operable in and switchable between an on-line connected mode and an off-line disconnected mode, wherein in the connected mode the client terminal and server are connected to one another through the communications link such that data is exchangeable therebetween, and in the off-line disconnected mode the client and server are disconnected from

one another, the client terminal being adapted to allow a user to control and determine the outcome of play-gameplay of a downloaded game in an off-line disconnected mode session and in response to said gameplay uploading an outcome of a gameplay to the server in an on-line connected mode session, whereby the server receives said outcome of the gameplay and modifies one or more databases stored at, or in relation to, the server.

31. Cancelled (without disclaimer or prejudice)

32. (Previously Presented) A server according to claim 30, wherein:

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the server manages, administrates or controls the running or organization of a game competition.

33. (Currently Amended) A computer program product loadable on a terminal comprising:

an electronic game stored in a memory thereof, the product enabling downloading encrypted gaming parameters of the game from a server, executing the game whereby execution of the game allows a user to control the gameplay and its outcome and sending in response to the execution of a game the an outcome to said server, wherein said terminal is remote from the server, and are connectable to one another via a communications link, the terminal and the server being operable in and switchable between an on-line connected mode and an off-line disconnected mode, wherein in the connected mode the terminal and server are connected to one another through the communications link such that data is

exchangeable therebetween, and in the off-line disconnected mode the client and server are disconnected from one another, wherein the product downloading encrypted gaming parameters of a game from a server occurs during an on-line connected mode session, the product executing the game occurs during an off-line disconnected mode session, and sending an outcome to the server occurs in an on-line connected mode session.

34. (Currently Amended) A computer program product loadable on a server, wherein:

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the product enables the application of encryption data to gaming parameters of an electronic game, and provides one or more operational conditions wherein one of said operational conditions instructs a terminal that executes the game to return an outcome of the gameplay to the server, and the product providing for the sending and sends-said encrypted gaming parameters to a terminal, wherein said terminal is remote from server and are connectable to one another via a communications link, the terminal and the server being operable in and switchable between an on-line connected mode and an off-line disconnected mode, wherein in the connected mode the terminal and server are connected to one another through the communications link such that data is exchangeable therebetween, and in the off-line disconnected mode the client and server are disconnected from one another, wherein the product enabling downloading encrypted gaming parameters of a game from a server to a client occurs during an on-line connected mode session, and executing the game

occurs during an off-line disconnected mode session, and returning an outcome of the gameplay to the server in an on-line connected mode session.

35-36. Cancelled (without disclaimer or prejudice).

37. (New) A method for downloading games content from a server to a client terminal and uploading a gameplay result from the client to the server, the method comprising:

the server encrypting gaming data of the games content in accordance with a predetermined criterion and programming one or more gaming operational parameters wherein one of said one or more gaming operational parameters comprises an instruction to return an outcome of playing a game when said game data is executed on a client terminal;

transmitting the gaming data to the client terminal while the server and client terminal are connected to one another via a communication link;

the client terminal executing the gaming data while the client terminal is disconnected from the server and allowing a user to control gameplay in accordance with the gaming data so as to generate an outcome of the gameplay; and

transmitting a result indicating the outcome of the gameplay from the client terminal to the server while the server and client terminals are connected to one another via the communication link.